Stage8

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HYOUUU!
ワイ
IT'S THAT TIGHT?
ワイ
IT'S 2 FRAMES
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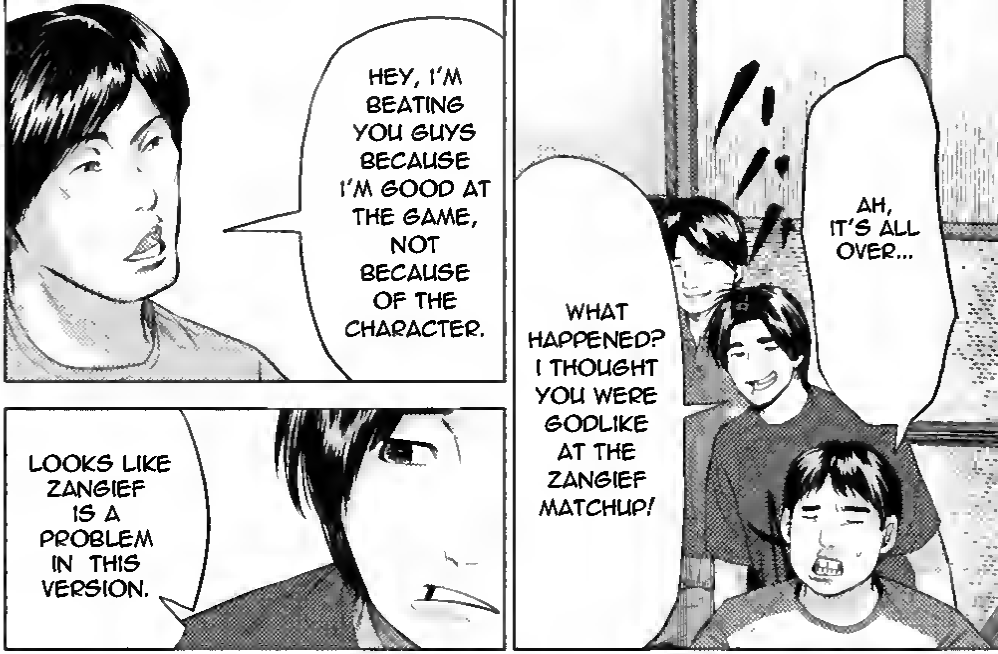
COME TO THINK OF IT, YOU'RE GODLIKE IN THE ZANGIEF MATCHUP, RIGHT?
HOP IN NEXT.
YOU SURE? ALRIGHT...
...ZANGIEF'S JUMP ARC* IS REALLY SCARY.
SINCE IT'S SO FAST AND HIS AIR NORMALS ARE SO STRONG, HE CAN JUST JUMP IN ALL DAY...

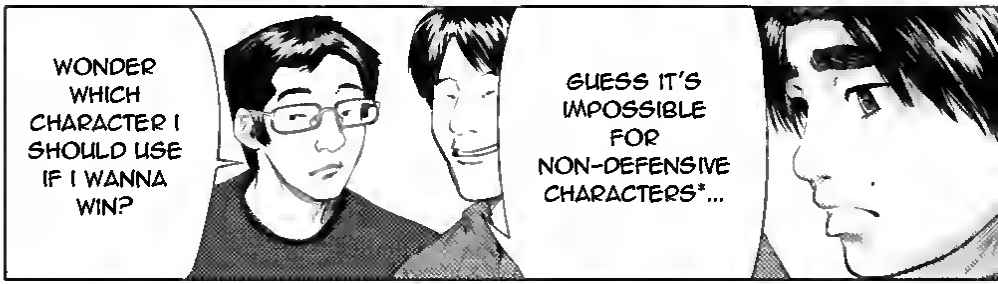
*Zangief's Jump Arc
Zangief's jump allows him to quickly use his strong air normal moves low to the ground. On top of that, in Zero 3, you can block in the air, making this extremely difficult to deal with

ZANGIEF BEING ABLE TO BLOCK IN THE AIR IS BROKEN...
EVEN THOUGH YOU'RE TRYING SO HARD TO ANTIAIR*, LOOK AT THIS SHIT!
GUARD
AND IF YOU BLOCK, YOU GET SPD'D... WHAT CAN YOU DO!?

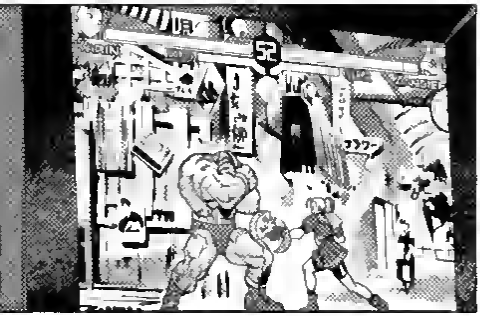
*Antiair
In fighting games, an "antiair" is an attack that is placed to hit your opponent a jump our of the air. A special move specifically used for this purpose is called an "antiair move" (like Ryu's Shoryuken) Zero 3 introduced the ability to block in the air, changing the traditional concept of what an antiair was


HEY, I'M BEATING YOU GUYS BECAUSE I'M GOOD AT THE GAME, NOT BECAUSE OF THE CHARACTER.
AH, IT'S ALL OVER...
WHAT HAPPENED? I THOUGHT YOU WERE GODLIKE AT THE ZANGIEF MATCHUP!
LOOKS LIKE ZANGIEF IS A PROBLEM IN THIS VERSION.

*Defensive Characters
When Zero 3 first came out characters who were strong defensively were regarded as top-tier because players sought characters who could deal with the entire cast for tournaments.



BECAUSE IT'S NOT A WIN TO ME UNLESS I MAKE PEOPLE SAY,
"I'LL NEVER BE ABLE TO BEAT NUKI!"



GUARD

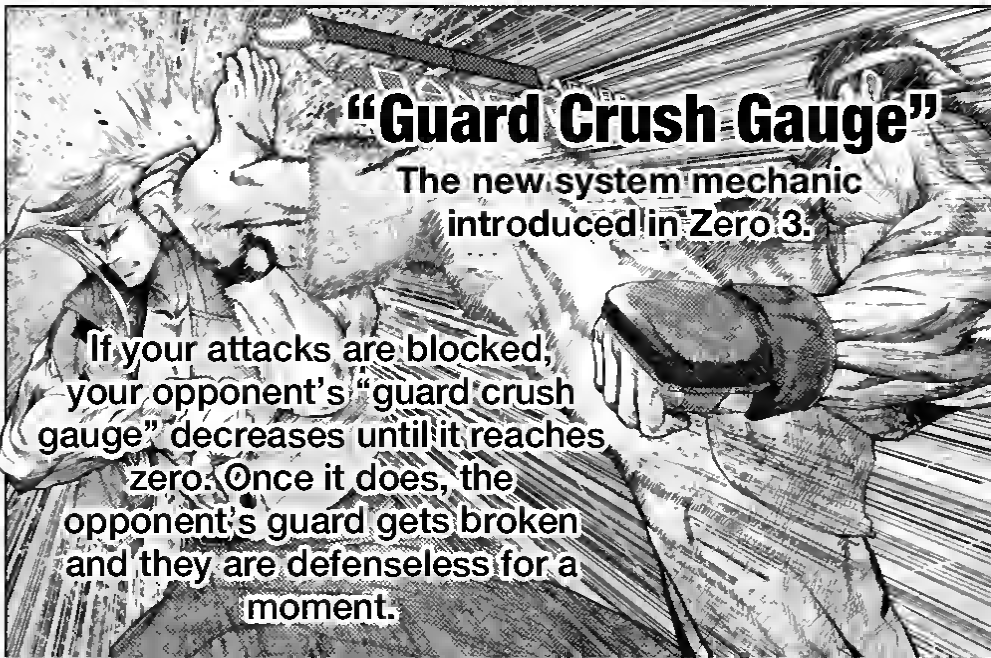
WHAT SHOULD I DO...
WELL, ZANGIEF IS DEFINITELY A PROBLEM....

ZANGIEF
GUARD
DANGER
...THAT REMINDS ME, THERE'S THE NEW "GUARD CRUSH" SYSTEM.

DANGER
I DIDN'T REALLY PAY ATTENTION TO IT AT FIRST, BUT ACTUALLY THIS SYSTEM...
ナニモ
...IS SUPER IMPORTANT...

I WANNA SEE HOW THE GUARD CRUSH GAUGE WORKS.

WHY?
SORRY, BUT CAN YOU JUST BLOCK THIS REAL QUICK?


"Guard Crush Gauge"
The new system mechanic introduced in Zero 3.
If your attacks are blocked, your opponent's "guard crush gauge" decreases until it reaches zero. Once it does, the opponent's guard gets broken and they are defenseless for a moment.

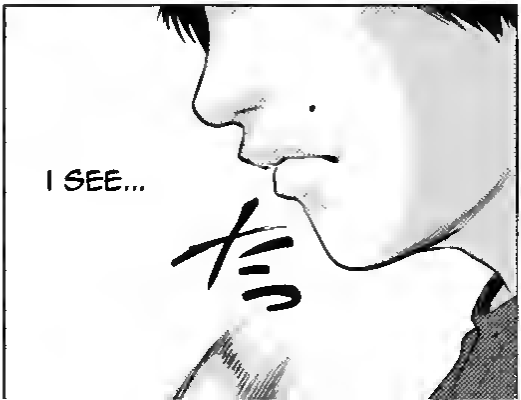
*Heavy Attacks
Depend ng on the attack, the amount of guard gauge is decreased based on the following rules.

Heavy > Medium > Light

Punch > Kick

Standing Attack > Crouching Attack

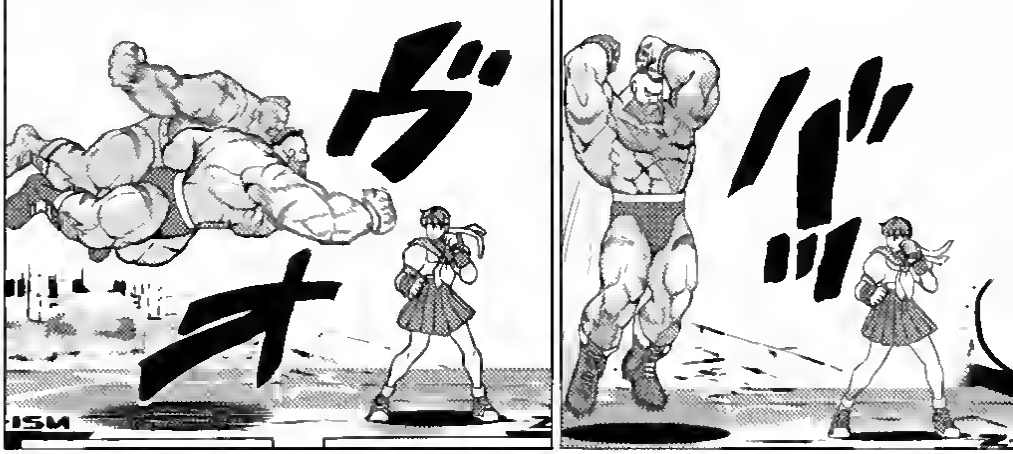
AH...
ONE MORE MATCH.
O-OKAY

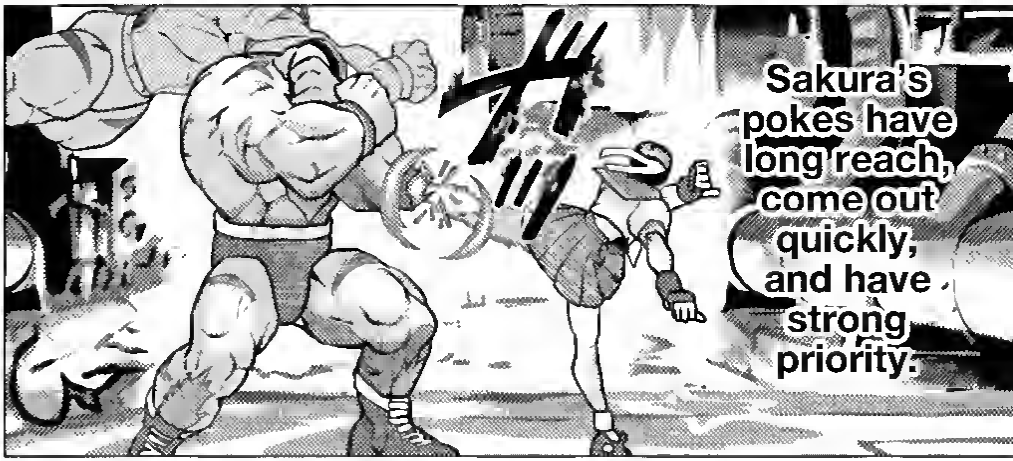

I SEE...

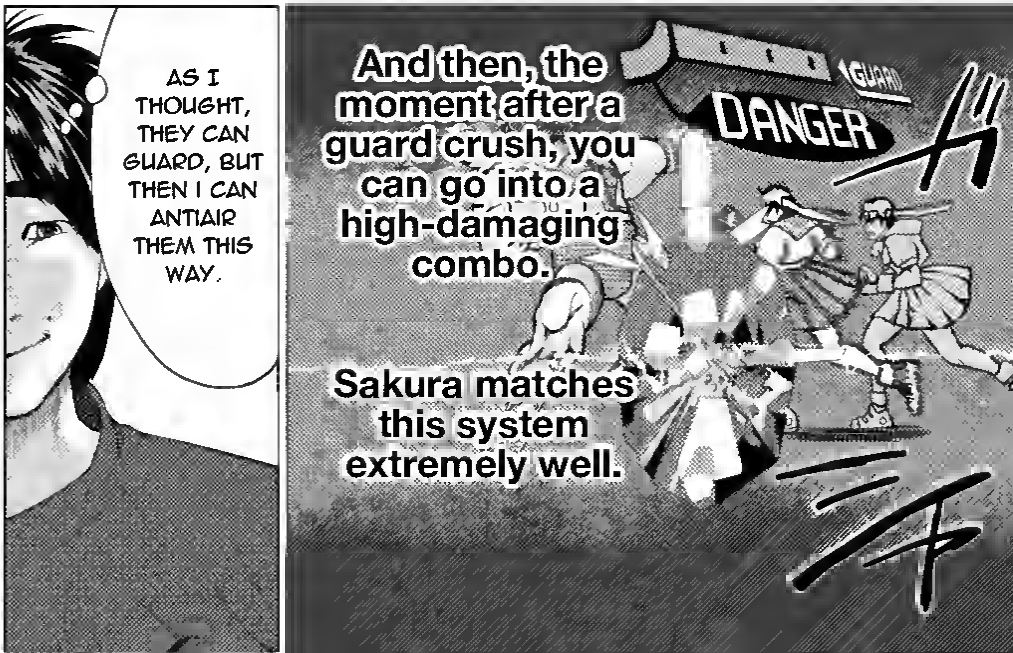
...HOWEVER, SAKURA'S DEFENSE IS WEAK... THIS MATCHUP IS PROBABLY IN ZANGIEF'S FAVOR.
AH... WELL HER RUSHDOWN* IS STRONG, BUT...
...WHY'S HE PICKING Z SAKURA?

*Rushdown Characters

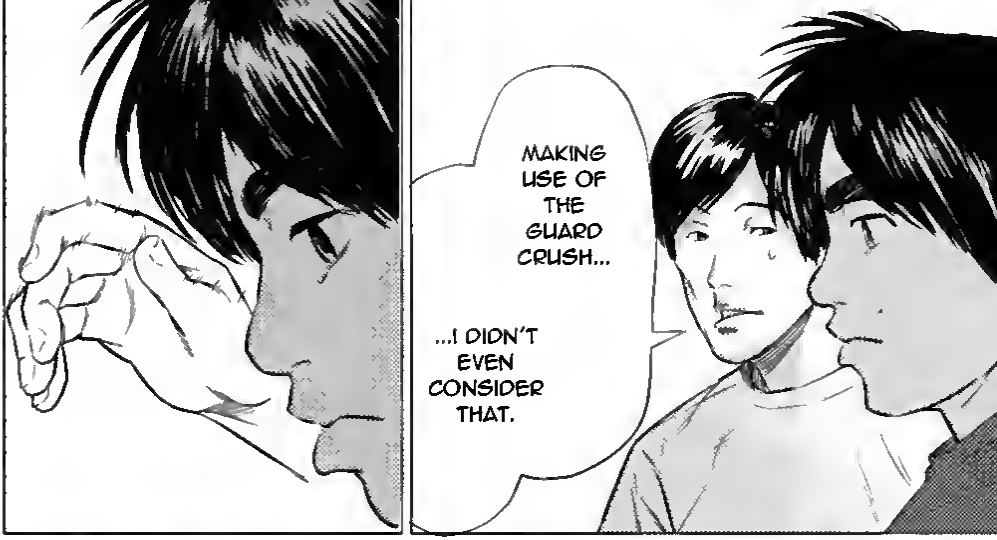
A character who specializes in attacks, but lacks or is weak in the defensive department. "Glass Cannon" type of characters.

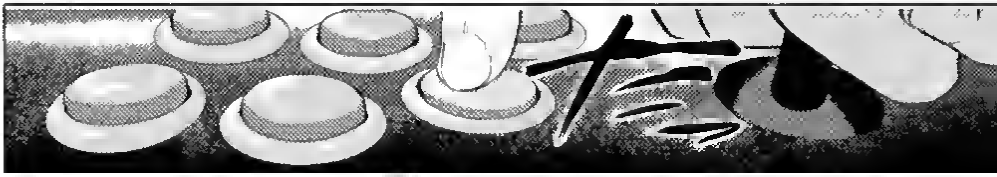


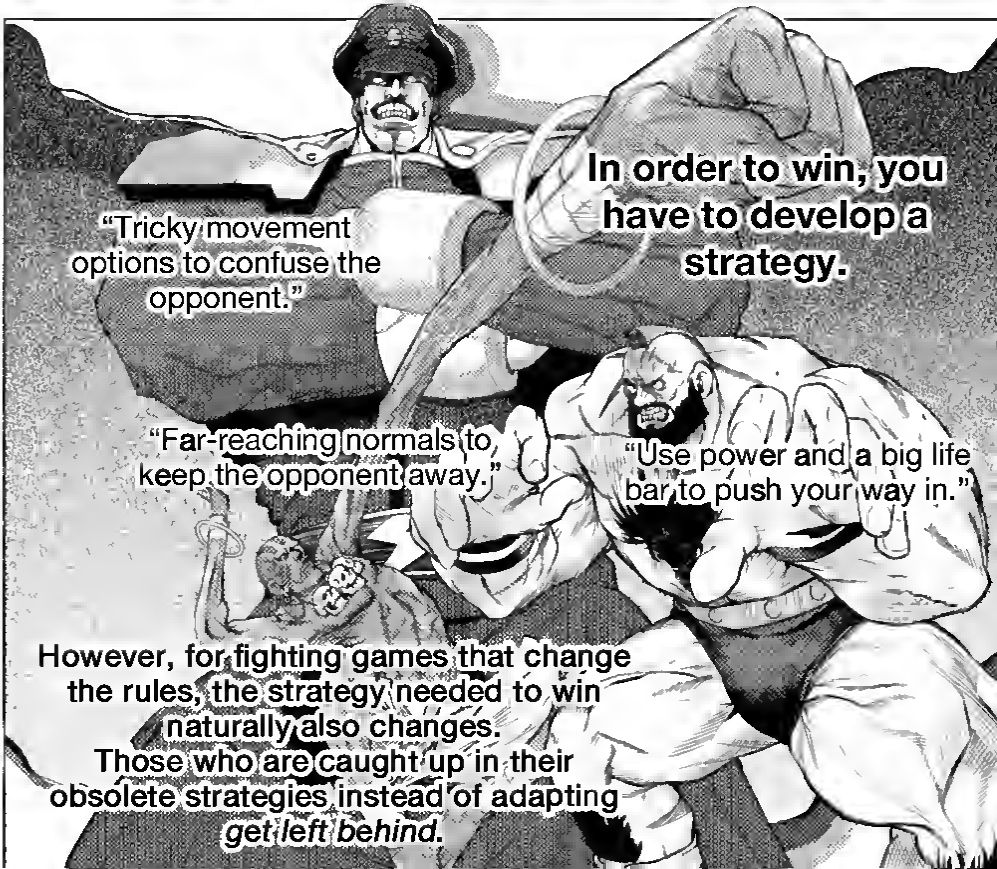

Sakura's pokes have long reach, come out quickly, and have strong priority.


AS I THOUGHT, THEY CAN GUARD, BUT THEN I CAN ANTIAIR THEM THIS WAY.
And then, the moment after a guard crush, you can go into a high-damaging combo.
Sakura matches this system extremely well.
GUARD
DANGER

SHOU-
OUKEN!
KO
WOW! HOW DID HE DO THAT!?
WO-WOAH... ZANGIEF COULDN'T DO ANY-THING THERE!?


MAKING USE OF THE GUARD CRUSH...
...I DIDN'T EVEN CONSIDER THAT.




"Tricky movement options to confuse the opponent."
In order to win, you have to develop a strategy.
"Far-reaching normals to keep the opponent away."
"Use power and a big life bar to push your way in."
However, for fighting games that change the rules, the strategy needed to win naturally also changes.
Those who are caught up in their obsolete strategies instead of adapting *get left behind.*

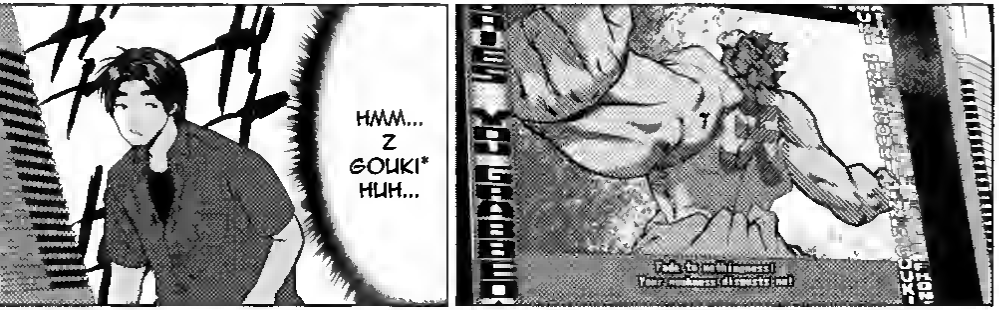
DANGER
Shinya Oonuki discovered the cutting-edge strategy in Zero 3, however...

MAN, HE LOST QUICK!
OOHHH SICK!
WOAH, YOU CAN DO THAT?

Shinya Oonuki needed a confirmation.
That the young man's cutting-edge *guard crush strategy* was ahead of anything else at the time.

カカカカカカ

WIN



*Z Gouki
He has strong projectile and jumping special moves and possesses evasive moves making him a strong, versatile character

80
Tenma Kujin Kyaku
Gouki can use this divekick in the air as a surprise attack to come down at an abrupt angle.
For Gouki, this is an extremely important technique to start his offense.
However...

Nu...

*Air-to-Air
An aerial move commonly used to beat the opponent's aerial moves

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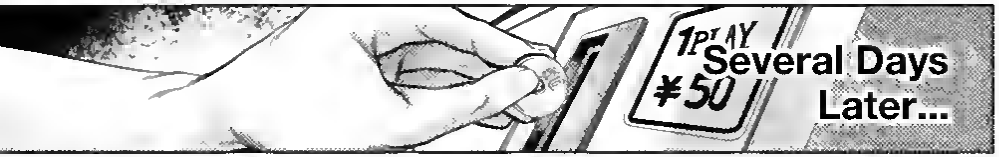
ドン
HADOUKEN!
GUARD
DANGER
ズ!!
GUARD
ナナナナ
ガガガ

SHINKUU HADOUKEN!
GUARD

ドドド

ドズ
AH
FLOP
YOU NEVER FAIL TO EMBARRASS ME.

Manga Plot
Manga Plot


1PLAY
¥50
Several Days
Later...

X-ISM
Simple

FIGHTING GAMERS!

CONTINUE?

DON'T WORRY NUKI, I KNOW YOU TECHED THAT THROW.

MCZ | Ume-chan Scans

umechanscans.blogspot.com

IF YOU FOUND THIS MANGA HYPE, PLEASE SUPPORT THE AUTHOR (AND DAIGO) AND BUY THE ORIGINAL MANGA FROM AMAZON.CO.JP OR IMPORT BOOKSTORES LIKE KINOKUNIYA!

Brought to you by:

WHAT IS YOUR FAVORITE NORMAL MOVE IN A FIGHTING GAME?

@Ral_Øne

"SF4 IBUKI'S F+HK BECAUSE THE ANIMATION LOOKS SWEET AND I LOVE DOING THE JUICY COUNTERHIT COMBO OFF OF IT!"

@jasepi_iidx

"SO MANY GOOD NORMALS OVER THE YEARS. IT'S TOO HARD TO PICK A FAVORITE ONE, BUT 3S ORO'S SWEEP IS DEFINITELY THE FUNNIEST NORMAL. GIVE THEM THE D."

@TheBonkler

"POISON'S CR.LP. DESPITE ALL THE ANIME GAMES I PLAY, THAT'S PROBABLY THE BEST MASHABLE JAB I'VE EVER HAD."

Translation/FGC Notes:

p.132 - Hyouuu!

Sound Vega/Balrog/Claw makes when he does a lot of his moves. Watching Mao play ST at Evo was hilarious because the crowd would make this sound as Mao did Claw stuff.

p.147 - SPD'd

Fighting game slang that refers to Zangief's Spinning Pile Driver command grab. Alternatively called "360" because it requires a 360 joystick input. Also used to refer to other characters' command grabs. The original Japanese has "Screw" which is the JP term for Zangief's SPD grab because there it's called "Screw Piledriver."

p.148 - Rushdown

US fighting game slang for strong, aggresive offense and characters who emphasize this. RTSD. Shoutouts to Alex Valle (who of course was the US Alpha 3 champion that faced off against Daigo, the JP champion).

p.153 - Z-Ism

Zero 3 introduces "Isms" which are fighting styles that you select after selecting your character. Similar to Grooves in CVS2.

A quick summary:

Z-Ism (A-Ism in the West):
- Standard "SF Zero series" style
- Multiple supers and a 3 level super gauge.

X-Ism:
- Simple style (similar to ST)
- No Alpha counters, rolls, air blocking
- Does more damage, more guard gauge
- Only has one predetermined lv 3 super

V-Ism:
- Custom combo style

p.159 - Gouki vs Akuma

Akuma in the West is known as Gouki in Japan. We use Gouki here because the screen on the bottom-left has "Gouki".